

DEVELOPMENT OF MULTIMEDIA LEARNING ABOUT ADOLESCENT REPRODUCTIVE HEALTH BY USING ADOBE FLASH

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ABSTRACT

Research is underway to develop a multimedia learning about adolescent reproductive health by using Adobe Flash software. Multimedia learning is the use of computer-based media aspect of multimedia (text, images, sound, animation, video, etc.) which are assembled in such a way as to make a tutorial and assessment of adolescent reproductive health materials. This multimedia learning is expected to be one of the computer-based learning media of reproductive health, proper and suitable materials for teens.

The development of multimedia learning method Research and Development which consists of 8 stages of the needs analysis phase, the design of media objects collecting, developing iproducts, expert validation, design revisions, feasibility testing, testing, revision and production. Multimedia learning is developed using Adobe Flash CS5. Software testing of multimedia learning is done with blackbox testing and whitebox testing. Testing was also conducted to test the feasibility and quality of multimedia. Feasibility testing conducted by a team of experts, while the quality performed by the end users target are students. The research was carried out at Mts N 1 Tempel, involving 10 students at the beginning of the trial and 30 students on a field trial.

Instruments used in data collection is questionnaire with Likert and Guttman scale. The results of the testing indicate that the node whitebox and lines have been executed at least one time and done in accordance with the limitations. Blackbox testing results indicate the function of each run in accordance with its purpose. The results of a feasibility assessment by media experts gave an average 4,35 with categories Very Worthy. The results of a feasibility assessment by experts material showed an average 4:13 a category Worth. The first trial or alpha testing with scores 1.73 or in High quality. Field testing or beta testing to get pas 1:50 with High quality. The test results on the feasibility of the whole multimedia learning suggests categories Very Worthy and High quality, so that multimedia learning of adolescent reproductive health is fit for use as a media of learning.

Keywords: Multimedia Learning, Adolescent Reproductive Health, Adobe Flash